14. (Twice Amended) A video game system, comprising:

a game program executing system executing a game program;

one or more controllers supplying user inputs to the game program executing system;

an interface between the controllers and the game program executing system, the interface being programmable to periodically poll the controllers without involvement of the game program executing system, wherein the interface comprises:

a double buffer for storing data transferred between the game program executing system and the controllers; and

a status register comprising one or more bits which are indicative of a status of a copy operation for copying data from one buffer to another of the double buffer.

19. (Twice Amended) A video game system, comprising:

a game program executing system executing a game program;

a controller supplying user inputs to the game program executing system; and

an interface interfacing between the game program executing system and the controller, the interface including communication circuitry operable in a first mode in which data of a fixed size is communicated between the game program executing system and the controller and in a second mode in which data of variable size is communicated

between the game program executing system and the controller, wherein the interface

further comprises:

a communication memory for storing the variable size data;

a double buffer for storing the fixed size data; and

a switching device for selectively connecting either the double buffer or the

communication memory to the controller.

24. (Amended)   A video game system, comprising:

a game program executing system having connectors connectable to one or more

game controllers; and

an interface between the connectors and the game program executing system, the

interface comprising a double buffered input register and a double buffered output

register corresponding to each connector, each double buffered output register

comprising first and second output registers for storing data from the game program

executing system for output to a controller connected thereto and each double buffered

input register comprising first and second input registers for storing data from a controller

connected thereto for input to the game program executing system.

30. (Amended)   A video game system, comprising:

a game program executing system supplied with user inputs from one or more

game controllers; and

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an interface between the controllers and the game program executing system, the

interface comprising first and second different storage devices for storing data transferred

between the game program executing system and the controllers, and selector circuitry

for selectively connecting the controllers to either the first and second storage devices.

36.   (Amended)   A method of supplying data to a game program executing

system of a video game system from controllers connected thereto, the method

comprising:

receiving data from the controllers;

supplying the received data to selector circuitry;

supplying the received data from the selector circuitry to a first storage device

accessible by the game program executing system if the selector circuitry is in a first

state; and

supplying the received data from the selector circuitry to a different, second

storage device accessible by the game program executing system if the selector circuitry

is in a second state.

39.   (Amended)   The method according to claim 38, wherein fixed-size data

from the game program executing system is stored in the first storage device and

variable-size data from the game program executing system is stored in the second

storage device.

Please add the following new claims 40-47:

--40.17 The video game system according to claim 14, further comprising:

a communication RAM for storing data transferred between the game program

executing system and the controllers.

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41. The video game system according to claim 40, further comprising:

a switching device for selectively connecting either the double buffer or the

communication RAM to the controllers.

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42. The video game system according to claim 21, further comprising:

a status register comprising one or more bits indicative of a status of a copy

operation for copying data from one buffer to another of the double buffer.

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43. The video game system according to claim 24, wherein the interface

further comprises status registers, each status register indicating a status of a copy

operation for copying data from the first output register to the second output register of a

corresponding double buffered output register.

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44. A video game system, comprising:

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a game program executing system;

a connector for connecting to a peripheral device; and

an interface between the connector and the game program executing system, the interface comprising a double buffered input register and a double buffered output register, wherein

output data from the game program executing system is copied from a first output register to a second output register of the double buffered output register after the output data is written to the first output register, and copying from the first output register to the second output register is selectively lockable, and

input data from the peripheral device is copied from a first input register to a second input register of the double buffered input register after the input data is written to the first input register, and copying from the first input register to the second input register is selectively lockable.

45. The video game system according to claim 44, wherein the interface further comprises a status register comprising one or more bits indicative of a status of a copy operation for copying data from the first output register to the second output register.

46. A video game system, comprising:

a game program executing system;

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a connector for connecting to a peripheral device; and

an interface between the game program executing system and the connector, the interface comprising a first storage device for storing data of a first type which is transmitted to or received from a peripheral device connected to the connector; a different, second storage device for storing data of a second type which is transmitted to or received from a peripheral device connected to the connector; and a switching device for selectively connecting the peripheral device to either the first storage device or the second storage device.

47. The video game system according to claim 46, wherein the data of the first type is variable-size data and the data of the second type is fixed-size data.--

REMARKS

Reconsideration and allowance of the subject patent application are respectfully requested.

In a Request for Approval of Drawing Changes filed concurrently herewith, Applicants propose that Figure 4 be changed to include reference numeral 154 described on page 15, line 3 of the specification. Approval of the proposed drawing change and withdrawal of the objection to the drawings are respectfully requested.

As requested claim 39 is amended to correct a typographical error kindly pointed out by the Examiner.